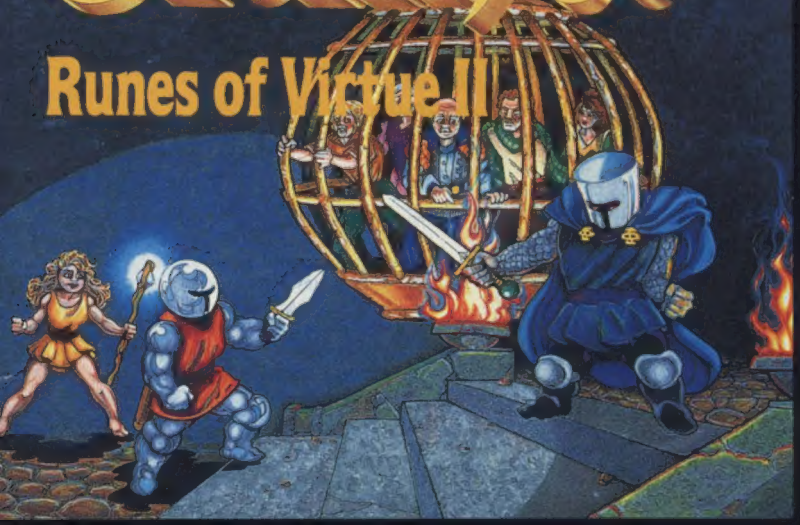
SNS-7U-USA

FCI

Ultima®

Runes of Virtue II



Instruction Booklet

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Starting the Game

1. Turn OFF the power switch on your Super Nintendo Entertainment System.™
   Never insert or remove a game cartridge when the power is on.
2. Make sure a controller is plugged into the port labeled Control 1 on the console.
3. Insert the game cartridge into the slot on the Super Nintendo Entertainment System to lock the cartridge in place, press firmly.
4. Turn ON the power switch.

EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use

- If you, or anyone in your family, has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions IMMEDIATELY discontinue use and consult your doctor.

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Official Nintendo Seal of Quality ®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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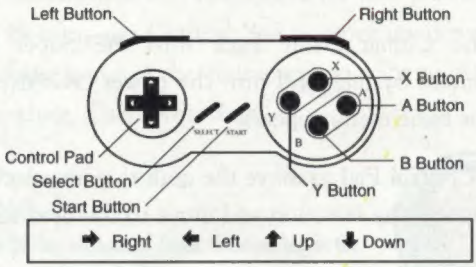
The World of Britannia

"Welcome to the land of Britannia," Lord British says upon your arrival. "We have summoned thee through the moongate to once again aid our realm. The Black Knight, whom thou vanquished years ago, is up to his old mischief. He hath abducted Lord Tholden, mayor of the city of Britain. Thou must rescue him! To aid thee in thy quest, accept this magical ankh. Use it whenever thou dost wish to return to this castle."

Controls



The **Control Pad** moves your character or cursor north, south, east and west. It also aims your weapon. By pressing two directions at once, such as north and east, you can move or shoot diagonally.

The **Start** Button has two primary functions. It allows you to *choose an option*, once you've selected that option with the **Control Pad**. It also brings up the *Inventory Screen*.

The **Select** Button drops the item in your inventory that is highlighted with the white box. You cannot drop things in some places.

The **X or A Button** uses the item in your right hand, and the **Y or B Button** uses the item in your left hand.

When the inventory cursor is on the Ankh, pressing the **A Button** returns you to Lord British's castle and pressing the **B Button** returns you to the beginning of your current level.

Starting A Game

Insert the *Ultima* Game Pack into the Super Nintendo Entertainment System, and turn the power ON. After the title screen, the basic menu appears.

Use the **Control Pad** to move the quill to your selection. Press **Start** to accept the selection and move to the next screen.

New Game	The first time you play, select NEW GAME with the **Control Pad** and press **Start**.
Continue	Once you have a game in progress, choose this to resume it. You may have up to three games in progress.
Credits	This displays a list of the folks who created this game.
Scores	Choose this to display a list of the high scores achieved so far.

Whenever you start from the beginning, select which of the three Save Positions you want to use and press **Start**. If you select a Saved Position which already contains a game in progress, you are asked if you want to erase the currently saved game. This is to make sure you don't accidentally erase a game. If you change your mind, press **Select** to go back to the main menu without erasing a game.

Your Character

You may choose from four champions for your journey through Britannia by using the **Control Pad** to move up, down, left and right, until the name of the character you want to play is highlighted in white. Then press **Start**.

Shamino

A ranger from the famous town of Trinsic, Shamino begins the game with an axe and some food.

Strength = **15** *Intelligence* = **15** *Dexterity* = **15**

Iolo

A bard from the gentle town of Britain, Iolo starts the game carrying his long bow and some food.

Strength = **12** *Intelligence* = **15** *Dexterity* = **18**

Mariah

Mariah is a mage from the town of Moonglow. She begins the game with her Wand of Fireballs and a potion which restores magical energy. She may also replenish magical energy by resting.

Strength = **15** *Intelligence* = **18** *Dexterity* = **15**

Dupré

A soldier from Jhelom, the city of Valor, Dupré wears leather armor and carries a long sword.

Strength = **18** *Intelligence* = **12** *Dexterity* = **12**

Your Initials

Move the cursor with the **Control Pad**. You may select up to three letters with the **A Button**. Press **Start** to continue.

Difficulty Level

Choose the difficulty level with the **Control Pad** and then press **Start**. There are three difficulty levels, EASY, MEDIUM and HARD. This determines both how challenging the game is and how aggressive your enemies are. In addition, the mayors you rescue cannot be harmed when you play the EASY setting. The only time you can set the difficulty level is at the beginning of a game.

Saving Your Game

The Game Pack has a battery and automatically records the information and scores of your adventure, so it doesn't matter if you turn off the Super Nintendo Entertainment System in the middle of a game. You can continue that game later. In fact, you can have up to three ongoing games. When you want to play again, select CONTINUE from the opening screen and you can continue to play from where you left off. The game saves itself at each new level. Be careful if you use NEW GAME to begin another adventure — when you use the saved game position of your current game, all of the previous data is erased.

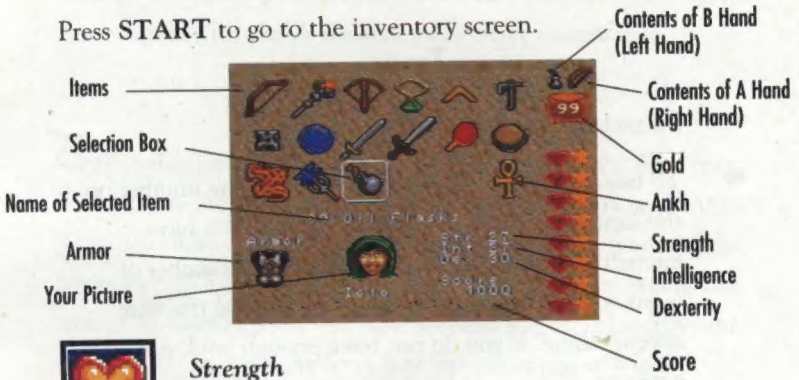
Game Play

Items

- To pick up an item, walk over it.
- To buy an item in a shop, walk over it. The number on the sign next to the object is its price. If you have enough gold to pay for it, the appropriate number of coins is subtracted from your inventory and the item appears there. If you do not have enough gold, nothing happens.
- You open chests, flip levers, push moveable items, etc., by bumping into them.
- To use an inventory object such as a weapon or magical item, move the white selection box over the item and press either the **A** or **B Button** to put it into the right or left hand, respectively. (If there is already an item in that hand, it is replaced and goes back to your inventory.) Then return to the game and press the **A Button** to use whatever is in your right hand, or the **B Button** to use what is in your left.

Inventory Screen

Press **START** to go to the inventory screen.



Strength
Strong characters have more hearts.

Intelligence
Intelligent characters can use more magic items before running out of energy.

Dexterity
Fast characters can dodge missiles and monsters better.

Score
This shows how many points you have earned so far.

☛ Items are shown in the Inventory Area. To find out what something is and how many of it you have, use the **Control Pad** to move the white box over it. At the bottom, above your character's picture, is the name of the object, and how many there are.

Inventory Screen *continued*

- Items you are holding are shown in the upper right-hand corner. Use the one on the left by pressing the **Y** or **B Button**. The right-hand object is controlled by the **X** or **A Button**.

- Pressing **Select** on an item drops it. If you have more than one, you drop one at a time. Items can't be dropped in some areas.

- Near the upper right corner is a pot showing the number of gold pieces you have.

- Food, potions and the Ankh are used when you press the **A** or **B Button** while the white selection box is over the item. You cannot hold these things in a hand.

- The Ankh is a special item. Pressing the **A** or **X Button** while the cursor is on it teleports you to Lord British's castle. Pressing the **B** or **Y Button** resets the level you are on, moving you back to the entry ladder and restoring all monsters. (Use this if you get stuck.)

Weapons

To use a weapon, move the selection box over the item and press either the **A** or **B Button** to put it in a hand. If there is already an item in that hand, it goes back to your inventory. The **A** and **B Buttons** use whatever items you have in your hands. For instance, if you have a sword in your right hand, pressing the **A Button** attacks with it. The upper right-hand corner of the inventory screen shows what you are holding. The object on the left is in your left hand, and the right object is in your right hand.

You may change what is in your hand by pressing **START** to go to the inventory screen. To put something in your right hand, use the **Control Pad** to move the box over the item and press the **A Button**. To put it in your left hand, press the **B Button**.

Talking

You can talk to people by bumping into them.

When someone asks you a question, you may choose your answer by using the **Control Pad**. Press any Button (**A**, **B**, **X** or **Y**) when the white dot is next to your reply.

Pausing

Going to the Inventory Screen (pressing **START**) pauses the game.

Items

Coin
Is worth one gold.

Gem
Is worth five gold.

Heart
Restores one heart when you pick it up.

Star
Restores one magic star when you pick it up.

Key
Lets you open one door with the matching symbol.

Food
Restores all your hearts.

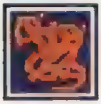
Potion
Restores all your stars.

Hammer
Lets you smash one barrel.

Cheese
Makes all the monsters run to it where you used it (you automatically drop it). Once you use it, it's covered with monster saliva and you don't want to pick it up again!

Dragon Scale Boots
Protect you from most of the damage lava causes. Just having them in your inventory is enough.

Magic Items ☆= *magic used*



Magic Rope ☆

Enables you to cross one span of water.

Magic Boots ☆

Let you walk through walls. They can only be used once.

Chalice ☆

Restores one heart each time you use it.

Magic Panpipes ☆☆☆

Freeze all monsters for a little while.

Magic Top ☆☆☆

Let you move faster.

Friendly Horn ☆☆☆☆

Makes all the monsters around you friendly.

Star Wand ✯✯✯✯
Creates and destroys force fields.

Troll Ring ✯✯
Summons a friendly troll to protect you.

Snake Staff ✯, ✯✯ *or* ✯✯✯
Summons friendly snakes to protect you.

Cyclops Eye ✯✯✯
Summons a friendly Cyclops to protect you.

Crystal Ball ✯✯
Helps you spot monsters and important locations.

Weapons ❤ = damage

Sword ❤❤

Has a broad, double-edged blade.

Whip ❤❤

Reaches farther than most non-magical weapons, and can sometimes hit two foes at once.

Axe ❤

Can be thrown or used in close combat.

Long Bow ❤

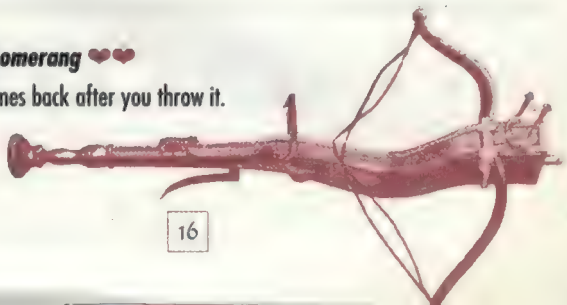
Attacks enemies at a distance.

Crossbow ❤❤

Is slower than a long bow but more powerful.

Boomerang ❤❤

Comes back after you throw it.



Shuriken ❤❤❤

Is a sharp weapon thrown over your shoulder.

Flask of Oil ❤❤❤❤❤❤❤❤

Can be used only once, but creates a powerful explosion.

Wand of Fireballs ❤

Shoots fireballs. It costs one star to shoot 8 fireballs.

Lightning Amulet ❤❤❤

Shoots lightning. It costs one star for 8 shots.

Magic Sword ❤❤❤❤

Has a powerful, enchanted blade.

Armor and Shields

Wearing armor reduces the amount of damage you take when attacked. You cannot put on armor unless it is better than what you are already wearing. To use a shield, put it in one of your hands and use it just before getting hit.

Leather Armor
The cheapest armor. It protects you from 1/4 of the damage received.

Chain Mail
A little better than leather.

Plate Mail
Chain mail with iron plating. It protects you from 1/2 of the damage received.

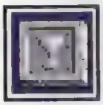
Magic Armor
Made of dragon hide, the finest armor available.

Iron Shield
Is good for stopping sword and missile attacks. It uses 1/8 of a star to stop each magical missile attack.

Snake Shield
Stops sword attacks. Reflects most missile attacks. It uses 1/8 of a star to reflect each magical missile attack.

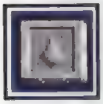
Runes

Compassion
Increases your strength by a ❤.



Honor
Increases your magic by a ☆.

Justice
Increases your speed by an ☥.

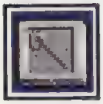


Sacrifice
Gives you a ❤ and an ☥.

Honesty
Gives you a ☆ and an ☥.

Valor
Gives you a ☆ and an ❤.

Spirituality
Gives you a ☆, a ❤ and an ☥.



Humility
You win!

Your Friends

Lord British

The ruler of Britannia, he spends his time governing the kingdom.

Sherry the Mouse

The only talking mouse in all of Britannia. She enjoys a good story almost as much as a piece of cheese.

Chuckles the Jester

He juggles, tells jokes and entertains everyone at Lord British's castle.

Nystul the Magician

The royal wizard can tell your future by looking into his crystal ball.

Cooper the Blacksmith

Lord British's weapon craftsman. He makes fine shields.

Mandrake the Bard

A well traveled musician, he's always happy to tell a story or two.

Your Foes

Bats
Fly around aimlessly.

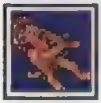
Rats
Move quickly and bite with sharp teeth.

Snakes
Move slowly but persistently.

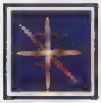
Goblins
Are ferocious until hurt.

Skeletons
Throw axes.

Slimes
Divide when you hit them.



Trolls
Use all kinds of weapons, and some have shields.



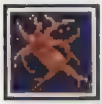
Wisps
Teleport and shoot lightning.

Gremlins
Steal food or gold from you.

Ghosts
Move through walls to get you.

Mimics
Look like treasure chests with sharp teeth.

Jaggers
Turn from moving boulders to rock when defeated.

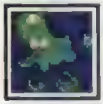


Reapers
Shoot magic bolts.

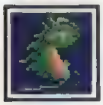
Wizards
Attack with powerful fireballs.

Cyclops
Can only be hurt by swords.

Seahorses
Are friendly until attacked.



Squids
Can hurt you only if you get near them.

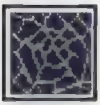


Sea Serpents
Breathe fire.

Special Terrain

Swamp
Slows you down.

Lava
Hurts you when you walk through it. Carry Dragon Scale Boots in your inventory to reduce the damage.



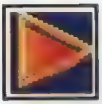
Spider Webs
Can be cut with weapons. Thick webs must be burned with fireballs.

Mushrooms, Floor Plates and Levers
Make all kinds of things happen. Some are good, some are bad.

Secret Doors
Look almost like walls but not quite. You can walk through them.

Crumbly Walls
Can be punched through with two or three attacks.

Blue Teleport Discs
Move you to the nearest other disc on a level.



Yellow Teleport Arrows

Move you forward in the direction of the arrow, sometimes through walls.

Urns

Can be pushed if you put your weight behind them. Because urns are lighter, you may push several of these at once.

Crates

Sometimes hold treasures. Can be pushed if you put your weight behind them.

Barrels

Can be pushed if you put your weight behind them, but are heavier than urns.

Hourglass

Turn it upside down and look for something to happen while the sand is running out.

Crystal Balls

When you look into them, you see a map of the entire region. You can spot monsters and important locations.

Traveling in Britannia

In addition to simply walking from place to place, you may sail the oceans and teleport magically.

Moongates

Moongates teleport you from one location to another. There are several moongates in Britannia. It is rumored that there is a place with eight moongates, each of which teleports you to a different town.

Ships

With a ship you can sail the oceans of Britannia. To get a ship you must lie in wait for pirates along the shore, board their ship and defeat them. Pirates are very tough, and taking their ship is dangerous. Do not try to overpower them when you are weak. When you sail a ship, use the **A Button** to fire the ship's cannon and the **B Button** to drop anchor and disembark.

Tips and Tricks

- Hold down the **A** or **B Button** to attack repeatedly with the same weapon. Use the **Control Pad** to change the direction of attack while holding down the **A** or **B Button**.
- Hold down both the **A** and **B Buttons** to use two weapons at once.
- In some places you may have to use the same lever or pressure plate several times.
- Stock up on food and potions before entering really tough caverns.
- Use the Crystal Ball on the top of Lord British's castle to tell where there are mayors you can rescue.
- Thoroughly explore each cavern. Many have special weapons and items hidden in them.
- Attack Slime with your strongest weapons and it divides less.
- If you get caught in a trap and can't get out, restart the level by going into your inventory and pressing the **B Button** while the white selection box is on your Ankh.
- If you use your Ankh while sailing on a ship, the ship is left stranded out in the ocean.
- If you can't find a pirate ship, but can see a ship that you left stranded somewhere on the ocean, sink it with flask of oil or fireballs, then search the ocean for a pirate ship.

Map of Britannia

1. Lord British's Castle
2. Britain
3. Cavern of Hatred
4. Trinsic
5. Cavern of Dishonor
6. Jhelom
7. New Magincia
8. Cavern of Injustice
9. Empath Abbey
10. Cavern of Cowardice
11. Yew
12. Serpent's Hold
13. Cavern of Selfishness
14. Minoc
15. Sea Cave
16. Cavern of Deceit
17. Cavern of Pride
18. Skara Brae
19. Dagger's Isle
20. Great Stygian Abyss
21. Moonglow
22. Lycaeum

Credits

Design and Programming	Gary Scott Smith
Additional Design	Terry Manderfeld and Scott Hazle
Additional Programming	Heather Barclay and Nathan Daughety
Art	Terry Manderfeld, Glen Johnson, Sam Laskowski, Karl Dolgener and Melinda Bordelon
Music Composition	Marc Schaefgen, Raymond Benson, Dana Glover, Martin Galway and Randy Buck
Sound Effect Design	Marc Schaefgen
Music and Sound Effect Driver	Martin Galway
Creative Director	Richard Garriott
Producer	Alan Gardner
Executive Producer	Dallas Snell
Quality Assurance	Jerrold Harrington, Bill LaCoste and Russell Byrd
Documentation Writing	Gary Scott Smith, Melissa Mead
Creative Services & Layout	Larry Goode, Goode Design

90 Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:
Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the game pak, at its option, free of charge. Replacement of the game pak, free of charge, to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability. To receive this warranty service, return the defective game pak along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

Fujisankei Communications International, Inc.
150 East 52 Street, New York, NY. 10022
Attention: Returns Department (212) 753-8100
This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Compliance with FCC Regulations
This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Super NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the Super NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
"How to identify and Resolve Radio-TV Interference Problems."
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